



Monte Carlo Methods and the Challenge of Photo-Realism in Computer Graphics

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S Collins - Proceedings of the 1998 Hitachi Symposium, 1998 - cs.tcd.ie

Page 1. **Monte Carlo Methods and the Challenge of Photo-Realism in Computer Graphics**

Steven Collins Image Synthesis Group, Trinity College Dublin Abstract ...

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J Koivisto - tml.hut.fi

... REFERENCES Collins S. 1998 (June). **Monte Carlo Methods and the Challenge of Photo-Realism in Computer Graphics**. In: Proceedings of the 1998 Hitachi Symposium. ...

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Animation and rendering of complex water surfaces - group of 23 »

D Enright, SR Marschner, R Fedkiw - ACM Transactions on Graphics, 2002 - portal.acm.org

... The difficulty of this **challenge** was underscored recently ... Fast **methods** exist for solving this equation in O ... using a physically based **Monte Carlo** ray tracer ...

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Post-filtering for Color Appearance in Synthetic Images Tone Reproduction - group of 3 »

D Marini, A Rizzi, M Rossi - Post-filtering for color appearance in synthetic-image tone ..., 2002 - eidomatica.dico.unimi.it

... The other **challenge** of lighting model research concerns ... of ray tracing and radiosity **Methods**, ACM Computer ... Photon maps in bidirectional **Monte Carlo** ray tracing ...

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A model for simulating the photographic development process on digital images - group of 6 »

J Geigel, FK Musgrave - SIGGRAPH, 1997 - portal.acm.org

... has been the quest for **photorealism** in the ... exposure input, or calculated mathematically using **Monte Carlo methods**. ... In this example, an artistic **challenge** is to ...

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Video textures - group of 32 »

A Schodl, R Szeliski, DH Salesin, I Essa - SIGGRAPH 2000, 2000 - portal.acm.org

... independently. We can also use **computer vision** techniques ... A third **challenge** is in smoothing visual discon ... play, which uses a **Monte-Carlo** (stochastic) technique ...

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GLOBAL ILLUMINATION METHODS FOR ARCHITECTURAL SCENES

G Antal - lazarus.elte.hu

... part of the radiance from the **Monte-Carlo** component. ... Here the **challenge** is real-time interactive control ... Therefore robust **methods** are needed for rendering these ...

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Parallel hierarchical global illumination - group of 4 »

QO Snell - HPDC, 1997 - faculty.cs.byu.edu

... lar surfaces. Like "progressive radiosity" methods, it dynamically renes the geometry ...

19 Monte Carlo Simulation 61 Photo-realism

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Interactive global illumination in dynamic scenes - group of 9 »

P Tole, F Pellacini, B Walter, DP Greenberg - ACM Transactions on Graphics, 2002 - online.cs.nps.navy.mil

... Render- ing Systems, Illumination, Monte Carlo Techniques 1 ... Radiosity based methods:

The radiosity method [Goral et al. ... present a tougher challenge than camera ...

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Intersection fields for interactive global illumination

Z Ren, W Hua, L Chen, H Bao - The Visual Computer, 2005 - Springer

... However, it is still a challenge to compute global ... The radiosity and approximate
radios- ity methods [5,33 ... using cube- map and modern graphics hardware, based ...

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